Sport Vii

SOFTWARE USER'S GUIDE

MODE: VX-001

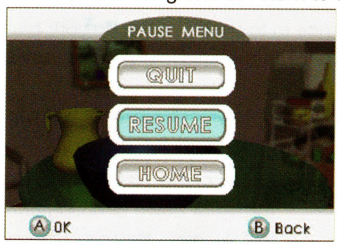
Sport Vii

SPORT VII GAME PLAY AND THE USER'S GUIDE

Power on the host unit or insert the cartridge, it will show the game opening screen, once press any key it will enter the main menu.

On the main menu screen, press the left or right direction key to choose the game, at the same time shows the game name. Press A button to confirm the chosen game then enter the game screen.

In each game press the Menu key it will show the pause screen. Press the up or down direction key to choose the option, continue or exit the game or return to the main menu.



THE OPERATION DEMO

After power on the unit, the first time when you enter the game there is operation demo display on the game screen, it clews the player how to use the handle to play. It shows several seconds then disappear.

PREVENT WALLOW SYSTEM

Taking 45 minutes break or not using this product when you feel tired or sleepy. The unit adds the clew words on the down screen, when playing the game continuous for 45 minutes, it will show: You have played very long time, please let your eyes rest a little while. Remind the player to pause the game and have a rest.

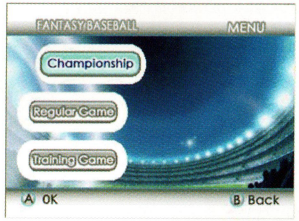
FANTASY BASEBALL

The game imitate the actual baseball game, use the game control to finish fling ball or tee off the ball actions in time as if on the actual ball park. When player in the exact time beat the fourbagger, the feeling of the successful is very excited. There are many individualities team to challenge you at any moment..

When you enter the baseball game, there are 3 options to choose: Championship, Regular Game, Training Game.

CHAMPIONSHIP

In the championship mode, you start off playing in the quarter finals of to a tournament against a team selected and advance to the semi finals and last of all to the finals.



Antagonize for each team:

The screen appears to show the other teams in the series and who they are playing against.

REGULAR GAME

Regular Game is same as Championship game play except that you play against only one team and you can select the stadium to play ball. You can either play with a friend or against the computer.

Press the up or down direction button to select the Regular Game, then press the right or left direction button to select the team.

TRAINING GAME

Training Game gives you the chance to train and brush up your baseball skills, especially the timing you swing the bat and "throw" the ball, while enjoying yourself at the same time, too!

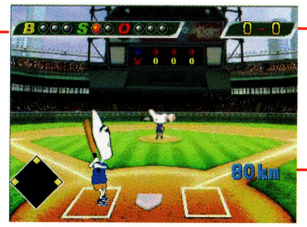
Press the up or down direction button to select the Training Game, then press the up or down direction button to select the Pitching, Batting, Test reflex.

GAME PLAY FOR CHAMPIONSHIP AND REGULAR GAME

First the player goes to bat to start the game. To hit a ball, swing the bat matched to the timing the pitcher throws the ball. During the game, you can change pitcher settings. You do this in the "Time Out". Changed, then the player starts to pitch. After 3 bouts their results are displayed. You must wait until the end of each game to see who advances to the next rounds of the game.

Team antagonize ready

S shows good ball
B shows bad ball
O shows the number of out



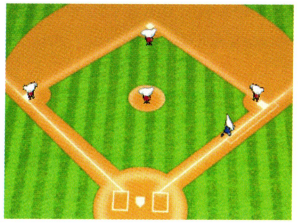
The teams and the score board

The speed of the flying ball

The pitcher throws the ball
The player hit the ball

To hit the ball swing the bat matched to the timing the pitcher throws the ball. The speed of the ball varies according to how fast you swing the ball at the correct timing.

The ball flies to the out field



Base running

Score board

PITCHER

If the pitcher pitches 3 good balls, the batter out.
4 bad balls Base on Balls: If the pitcher pitches 4 bad balls, the batter can base automatically, if there is already somebody, they are all add a base. If there are 3 bases, then run back to the homerun and score.

FIELDER

The attacker pitch the ball, if the ball flies out of the availability area, it is the out ball.
If the ball flies out of the field, it is "fourbagger", at this time the all fielders run back the 4 bases and get scores.

OUT

The batter bats the ball out for 3 times continuous, the batter is out.
When the ball pitched the batter caught it, the pitcher is out.

SCORE

The fielder runs back the homerun, he gets 1 score.
If the number of out people is less than 3, the others run back to the homerun successfully, he will get score.
When fourbagger the pitchers run finish the 4 homeruns, they will get scores.

TRAINING GAME MODE GAME PLAY PITCHING:

The object of this training game is quite simple – to practice pitching.
The speed of the ball depends on how hard you pitch the ball within the correct timing.

BATTING:

The object of this training game is quite simple – to practice pitching.
Swing the bat when the ball is just in front of the home plate.

TEST REFLEX:

The object of this training game is to test your reflexes or your hand-eye coordination. The better you reflexes become, the more skillfully you can distinguish the speed of the ball as it reaches the home plate and hit the ball.
If you succeed in matching your swing with the ball at the level, you can advance to the next level.

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Wigwag the joy pad to bat or pitch
A Button: Confirm
B Button: Return

HAPPY TENNIS

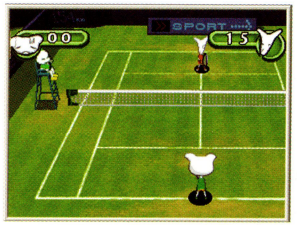
This is a sport and lie fallow game, it is imitate to the actual tennis game mode and ruler. Use the game control to control the racket. When you drive you will choose the exact time, force and the directions to play the game. Four colors show 4 players, you can choose them for you or the opponent.

There are 4 modes to choose: Amateur, Professional, Master and the Training

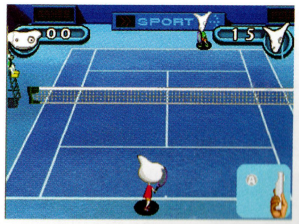
CHOOSE YOUR FAVORITE AND THE MENU SCREEN

4 characters to choose, they are good at: Front-court kill shot, Full-court run, Back-court circle ball, Back-court run.
4 modes for game, the player can choose the different mode to play.

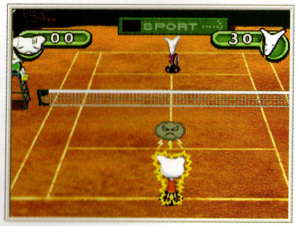
SCENES



Amateur



Professional



Master

GAME PLAY OVERVIEW

The force of the ball and the speed of the opponent are different in the 3 scenes.
When the ball flies higher than the net, to fling the joy pad can drop shot the ball. The difficulty is hard the player determinant the bound is smaller.

When the ball flies in the available area and near to the borderline of the both sides, the player will control the direction of the drop shot, careful not to let the ball miss.

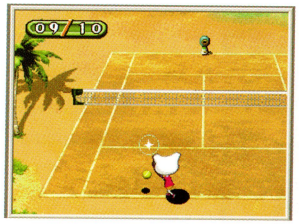
Control the force of your drive the ball, the force is bigger the speed of the ball flies faster.

The direction of drive is fix on the direction of brandish the joy pad, when brandish it to left the ball flies to left, vice versa.

The AI determinant is according to the attribute of the characters to determine the skill and speed of drive, the probability of success and the probability of MISS or NET.

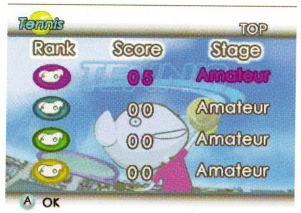
TRAINING MODE GAME SCREEN

To test the force of drive and the success probability of meet the ball. The computer serves the ball ceaseless from the other side automatically, it will be total 3 bouts, each bout the compute servers 10 balls. Control the joy pad to meet the ball, after 10 balls when the player meet a limited numbers of ball, he will enter the next level. Finish the 3 bouts, it will show practice is eligibility.



SCORE AND TOP SCREEN

After game finish it shows the score and top screen, you can know the result you got.



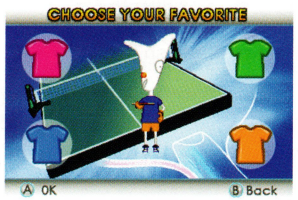
THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Wigwag the joy pad to brandish the bat
A Button: Press A button to cast the ball; Confirm
B Button: Return

PING PANG

Use the game control to control the racket, in hand the drive time and the drive force is important. The mode and roles can be chosen by player. Each role has each attributes and drive character as same as the actual Ping Pong sport. You want to get the victory, not only to master the different data of the roles, but also to handle the tactics skill neatly. The player also can deep understand the soul of the Ping Pong sport by the game.

CHOOSE YOUR FAVORITE AND THE MENU SCREEN



4 characters to be chosen

4 modes, but need the player get stated scores then promotion

SCENES

Easy

Normal

Hard

Training

GAME PLAY

When win 2 bouts in one rank, then promotion automatically.

In the easy mode, when the score gets to 15, it will enter the normal mode, when the score gets to 45, it will enter the hard mode.

The Ping Pang flies force determinant is according to the speed of brandish the joy pad.

There are 3 bouts in each inning, after 2 balls change the tee off. Once one side gets to 11 scores, then he wins the game. If one side miss the ball he will lose 1 score.

SCORE AND TOP SCREEN

After one inning the score screen shows the 3 bouts score s. The top screen shows the each rank grades.

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Wigwag the joy pad to brandish the bat
A Button: Confirm
B Button: Return

ALACRITY GOLF

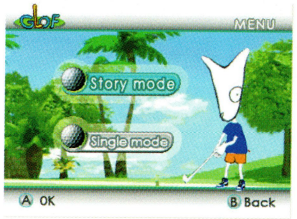
This is a mini golf game, to fling the game control to simulate the action of fling the pole. This is an intact simulate of golf sport, predigest the standard of the actions and the rulers, it is fit for the children of lower age. There are all 9/18 holes standard for the game scene.

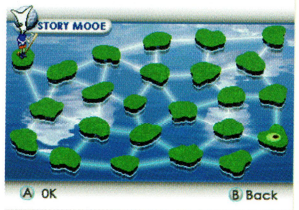
There are 24 different and beautiful training fields to choose. During the playing there are some braes, boards and everglades to test your reaction.

MODE SELECTION AND THE HOLE SELECTION SCREEN

Show the Mode selection screen and the court selection screen.

In the Story Mode, the player must play the game in-order, you only played the court in the story mode, then you can enter the Single mode to play it. When all the courts are played in the story mode, you can enter the single mode to play any court which you want.

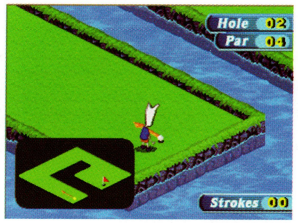




THE GAME SCREEN

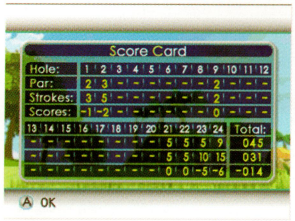
As same as the rule of international, each hole has the standard poles. Under the standard 2 poles is Double Eagle, under the standard 1 pole is Birdie, the standard pole is par, hyper- the standard 1 pole is Bogey, hyper the standard 2 poles is Double Bogey.

※ In each court when the strokes are hyper- the par 5 poles it will exit automatically.



SCORE SCREEN

The score screen shows the 24 holes, pars, strokes and each hole get the scores.



THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Press the A or B button to brandish the pole
A Button: Press A button to brandish the pole； Confirm
B Button: Press B button to brandish the pole； Return

BOWLING

The game has 2 modes: Normal mode and Challenge mode. The normal mode, play with your friends and family for fun-filled action and thrills. The challenge mode let you enjoy the feeling of real bowling in the comfort of your home. It provides excitement and thrills that you could never get at a real bowling alley.

Simulate the chipper style of bowling. You not only play the bowling game and also challenge it.

MODE SELECTION AND THE COURT SELECTION SCREEN

There are 2 modes to be chosen, the location and the color of to be chosen.

Press the left or right button to select the location

Press the left or right button to select the color of ball

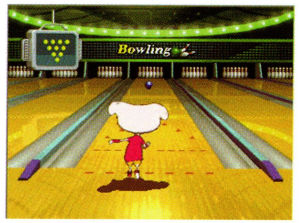
Once select the option, the screen on the right shows the background and the color of the ball.

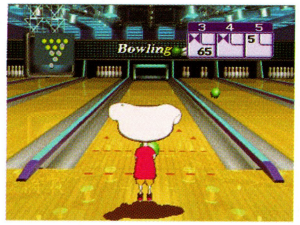
GAME SCREEN

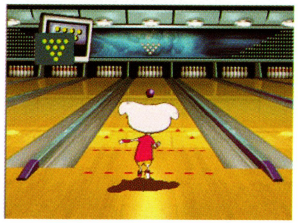
The bowling game has been designed so that you can play in a way closely resembling action in a real bowling alley. You'll discovery your own, bowling characteristics while playing. Who have a tendency to curve the ball to the left at a bowling alley will find that the ball tends to curve to the left in bowling. It is 10 turns, and each game has 2 chances to bowl. If the first time to bowl over all the 10 pins, you need not to bowl the second time.

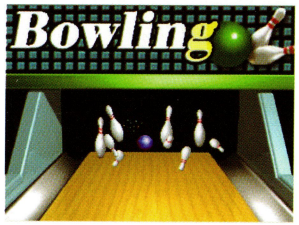
Use the left and right arrow button to decide where you are going to swing the ball just as if you are playing a real game.

Where you stand on and which pins you are aiming at. Then press B key to swing the ball.

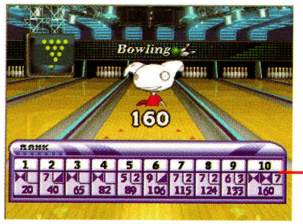








Bowl over effect



Scorecard

Your score is automatically calculated and indicated in this scorecard for each game.

THE RULE OF THE SCORE

When the second time to bowl, if the bottles are not to drop all, the score is the number of the knocked down ball.

When the second time to swing the ball, all the pins are knocked down, the score is 10. After each game finished, the scores add the last scores, your score is automatically calculated.

CHALLENGE MODE GAME PLAY

The object of this game is to knock down the pins in a stage. You clear the stage and advance to the next one. The number of stages you have cleared becomes your score. In all, there are about 30 patterns. There are 3 cases: MISS, CLEAR and TIME OVER.

SCORE NAME

Strike （1 ball to knock down all the pins）
Double （1 ball to knock down all the pins continue 2 times）
Turkey （1 ball to know down all the pins continue 3 times）
Spare （the second ball knocks down the rest pins）
Miss （the second ball can not knock down the rest pins）
Guttet （the first ball rolls into the bowling groove）

TOP 5 SCORE

The ranking Top 5 screen for the challenged Games appears. To view the high scores in the other two Challenge Game, press A button again. The Screen returns to the Game Options screen.

THE OPERATION OF THE BUTTON:

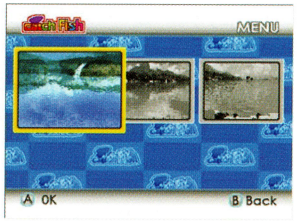
Directional Pad: 4 directions to choose the options
G-Sensor: Press the B button to brandish the joy pad, throw the ball
A Button: Confirm
B Button: Press B button to throw the ball； Return

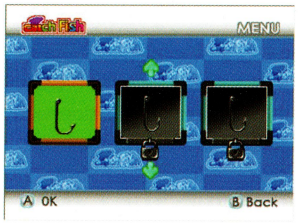
CATCH FISH

This is a fish game use the game control to control the fish pole and bobbin to finish. Fling the game control to play, it is feeling as in the actual fish sport. Swing the game control to cast the fishhook, institute the game control to raise the fishhook. Note not to let the fish snap the line to run away, at the same time to wobble the control to draw in the bobbin.

SCENES SELECTION AND THE FISH TOOL SECTION

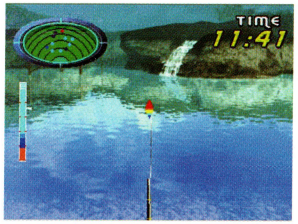
There are 3 scenes to be selected. Enter the Record option to show the top 5 record.
Enter the fish tools selection screen, use the up and down button to select the type of tools, then use the left and right button to select the tool.



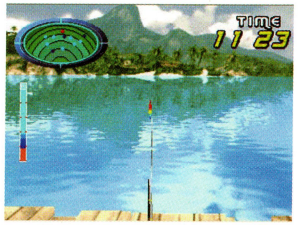


SCENES

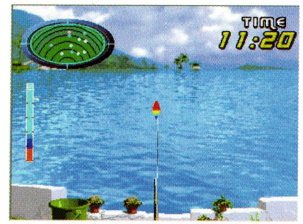
First decide where you are going to cast. You can press the left or right button to move the fish pole then casting it. You will see the lure fly away from you into the water. Let's take a look at the fan-shaped area at the top of the screen. This is the fish radar. It shows you how away fish there are and where they are located in the water in front of you.



The First Scene



The Second Scene



The Third Scene

Casting in the joy pad is very much like casting in real bass fishing. The distance it travels depends on how hard you cast and how much "snap" you have in your wrist action.

LURE SCREEN

The lure shows on the screen. When it starts to wobble, now, try brandishing the joy pad to fish.

FISHING SCREEN

Line tension gauge

Fish power indicator

Enter the fishing screen you wobble the joy pad carefully while keeping a close eye on the line tension gauge and the fish power indication. They start to extend to the right or left side. When the fish power indication extends to the left side, you successfully land your fish.
If the fish power indication extends to the right side or the line tension gauge gets to the right side, the fish will escape.

SHOWING THE LAND FISH

SCORE AND TOP SCREEN

Showing the details of the fish you just landed and the top 5 record.

GAME PLAY

Use the left and right arrow buttons to move your lure. Then press the B button to swing the joy pad to cast lure, where you want the lure to fall into the water. To press B button to draw in the line, this way you can move the lure to get closer to the fish.

On the fish radar system when the lure is overlap with the fish, it shows that you catch a fish. You lift up you fish pole and the screen will change to the fish screen. Swing the fish pole while keeping a close eye on the line tension gauge and the fish power indicator. When the line tension gauge extends off the left of the gauge, or the fish power indicator extends off the right side, it shows to the fish misses.

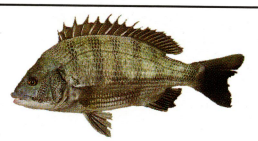
However, if you successfully land your fish, the screen will show you the details of the fish you just landed.

FISH TOOLS INTRODUCE:

Fish Tools	Get the tool condition
Fish Line A	Default
Fish Line B	Land 30 fishes
Fish Line C	Land 60 fishes
Fishhook A	Default
Fishhook B	Land 20KG fishes
Fishhook C	Land 70KG fishes
Lure A (bread)	Default
Lure B (red insect)	Land 10KG fishes
Lure C (insect)	Land 50KG fishes
Lure A	Default
Lure B	Land 20 fishes
Lure C	Land 50 fishes
Line hammer A	Default
Line hammer B	Land 10 fishes
Line hammer C	Land 40 fishes

REMARK: Only the player finished the game and saved the detail of the fish he landed, the fish tool will be unlocked automatically.

FISH KINDS

NO	NAME	GRAPHIC
01	Black stand fish	
02	Big eye black fish	

03	Weever	
04	Catamount fish	
05	Across back gold dragon	

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options; Choose the scene and fish bait; Left and right to choose the fish tool

G-Sensor: Throw the fish pole; Draw in the thread

A Button: Confirm

B Button: Press B button to disentangle to throw the pole; Draw in the thread; Return

FEVER MOVE

Use the game control to act according the background music and the right note. You must grasp the correct rhythm, the ahead or delay action will induce the scores or the input is invalid. There are different game modes and some songs to choose. The game has vision and sport effect to satisfy the players.

MODE SELECTION

There are 2 options to select.

Select the Start option, there are single direction or 4 directions modes to choose. Each mode has 3 kinds difficulty, select one kind enter the songs selection screen.

MODE INTRODUCE:

Easy: The notes are fewer and the speed of the moving note is more slowly.

Normal: The notes are many and the speed of the moving note is fast. It is the double the easy mode.

Hard: The notes are more and the speed of the moving note is faster. It is the double the normal mode.

Select the Practice option, enter the rhythm practice mode: To test the player's rhythm feeling. Some indicator icons show on the screen circular, to knock the point when it gets to the hit point.

SONG SELECTION SCREEN

There are 10 songs to choose. The screen will show the high score and the rank of the selected song.

BACKGROUNDS

The feedback of played are: GREAT, COOL, GOOD, BAD, MISS. The sprite is dancing during playing the game.

ARROW INDICATOR - UP, DOWN, LEFT, RIGHT direction. The arrows are moving from right to left.

HIT POINT - When the arrows move to the hit point, hit it you will get GREAT.

FEEDBACK INFORMATION - Shows the result of played last time. They are: GREAT, COOL, GOOD, BAD, MISS

HITS NUMBER CONTINUE CURRENT - Record the number of the player hits continue. Except BAD and MISS, otherwise it will reset.

POWER VALUE - Shows your power current. It will be reduced slowly, but when you hit successful, the power will increase.

SUMMARIZE SCREEN

Shows 5 results played: GREAT, COOL, GOOD, BAD, MISS and the number

The most hits number continue: Shows the most number of more than GOOD hit number continue.

Score: According to the different play and the number of the hit determine.

Evaluate: According to the score to determine SS/S/A/B/C/D 6 ranks.

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Brandish the joy pad to knock on the drum point
A Button: Confirm
B Button: Return

BIRD KNIGHT

This is a lie fallow game, use the game control to let the actor fly in the sky. To rescue a group of animals caught by the spirit, stick break the balloon on their head then perish them. There are many interesting tools in the game.

THE OPENING SCREEN AND THE GAME SCREEN

There are 2 scenes, one is sea background the other is the desert background.

THE VICTORY SCREEN

GAME PLAY

Victory condition：Get to the end point
Defeat condition：The life value gets to O
Life value：Default 3 lives，the most number is 9 lives
Award condition：Stab break 10 balloons will award 1 life.
Lose balloon condition：When the balloon be stab break by the enemy

HOW TO USE THE JOY PAD TO PLAY

When lean the joy pad to left，the bird knight turns to the left.
When lean the joy pad to right，the bird knight turns to the right.
Swing the joy pad up and down, the bird knight flicks the wing and rise up.

THE ATTACK POWER OF THE BIRD KNIGHT

When the bird knight's body touches the enemy's balloon, it will be stabbed break.
When the bird knight touch the enemy's body，they will be flicked away each other.
When the bird knight's balloon touches the enemy, he will lose a balloon.

ENEMY ENACTMENT

When the enemy's balloon is stabbed break, the enemy will be perished.
When the bats find the bird knight, they will tow the bird knight you will swing the joy pad to blow away the bats.
The emplacement sends the shot frequent.
On the sky the fire-flag emits frequent.
When the bird knight flies close to the water surface, take careful of the big fish not let it to eat you.
The water column jet out, when touch it will whirl into the water and lose a life.
The cyclone rises up from the aground to the sky, when the bird knight is engulfed it will lose a life.
When the bird knight is close to the eat people flower, it will eat you at once..

TOP 5 SCREEN

After finish the game shows the top 5 screen.

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Left and right to lean the joy pad to control the direction of the flying；Up and down to

brandish the joy pad to flick the wing to control the high of the flying
A Button: Confirm
B Button: Return

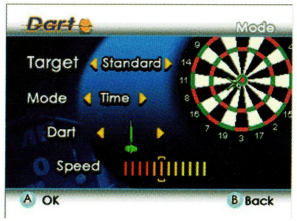
SMART DART

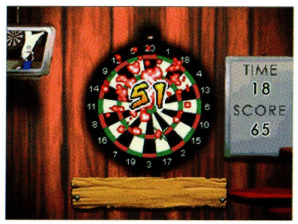
Use the game control to simulate flap dart action. This is an intact simulate of dart action. There are 3 mode: standard, exercise and challenge. To handle the azimuth angle and force to shot the dart test your brain and veracity, let the player to feel the game change and fun. The operation is easy, it is fit to younger to play.

MODE SELECTION

CLASSIC

Enter the classic mode shows the difficulty selection screen. 2 target plates and the time or round mode to select, different darts and speed to select.
In the time mode, throw the dart within 30 seconds to get the scores. In the round mode, throw the dart 10 times to get the scores.

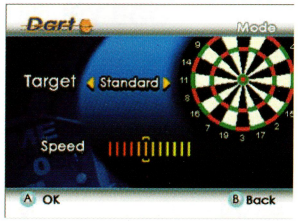




TRAINING MODE AND THE DIFFICULTY SELECTION SCREEN

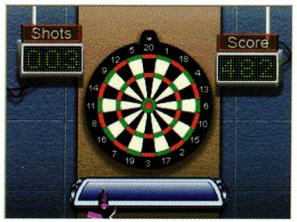
Enter the training mode to select the 2 target plates and the different speed.

Enter the game screen to throw the dart to get the score. Press the A button to select the dart.



CHALLENGE MODE

In the challenge mode screen shows 501 score, throw the dart on the target plate to get scores to reduce the 501 scores. Try your best to use the fewest darts to throw until the 501scores are clear up.



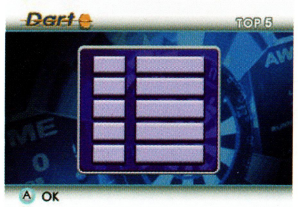
GAME PLAY

The 3 kinds dart has different weight.

The player controls the force of the throw dart. The force determines the up or down position of the dart when it flies on the target plate. The dart flies on the target plate left or right position determined by the dart on the slide bar left or right position.

TOP SCREEN

Save the top 5 scores.



THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Brandish the joy pad to throw the dart
A Button: Exchange the dart; Confirm
B Button: Return

FRY EGG

Use the game control to control the egg or the pan. Finish the steps: hit egg, slip off the oil and fry

the egg, finish these steps grade stand or fall to get the scores.

OPENING SCREEN

HIT THE EGG SCREEN

Control the joy pad to swing the egg to hit on the bowl. Mastery your force to hit it, how many eggs you hit well, you will get the relevant scores.

ADD THE MATERIAL

There are 6 kinds of material. You will select the material which shows on the right upper screen, use the left or right button to select the material then press A button to confirm. Swing the joy pad to spill out the material to the bowl. When spill over all the material to the bowl within the limited time to get scores.

APPLY OIL

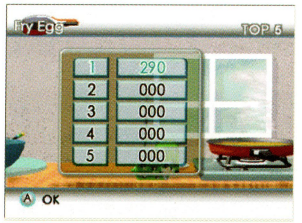
Swing the joy pad to control the pan to turn, let the oil slip on the pan even.

FRY EGG

It's time to fry the egg now. After the egg juice spill into the pan, chopsticks appear on the screen then turn the joy pad to mix round the egg, swing the joy pad up and down to let the egg turn over, spill the pepper into the egg to finish the fry egg steps.

SCORE SCREEN AND TOP SCREEN

After finished the 4 steps then shows the total scores you got, and shows the top 5 screens.



THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options

G-Sensor: Brandish or turn the joy pad to control the egg or material; Front/back/left/right direction to lean the joy pad to control the frying pan

A Button: Confirm

B Button: Return

COME ON

Cast the food to the opposite animal, use the game control to move the actor, estimate the animal and the distance then cast the food to them. The animal has different estate for fill or hungry, it needs the different food. There are different scene and mode to choose.

If you like the beasties, you can feel the intimate with them by the game.

MODE SELECTION

3 kinds of mode selection

Normal: The normal game mode
Challenge: Limitless exist mode, only no fur seal starve to death to get the scores.
Training: Practice the throwing and moving action.

GAME SCREEN

Cast the food to the opposite animal, use the game control to move the actor, estimate the animal and the distance then cast the food to them. The animal has different estate for fill or hungry, it needs the different food.

There are 3 different distances according to the different the force of throwing food. The fur seal and the dolphin like the different food. You will choose the relevant food to them and take careful of not to throw the wrong food to them, otherwise you will lose the scores.

THE ANIMAL'S ESTATE

You noted not to feeding only one animal keep they are satiation. They are 3 estates: Normal / hungry / very hungry

Normal: The animal is glad it doesn't eat when you feed it.
Hungry: The animal want to eat, on its head appears the food you will throw the food to it. You will get the high scores.
Very hungry: The animal is very hungry. You throw the food to it you will get the half scores.

Along with the time went by, the animals estate from normal to hungry then to very hungry. If you don't feed it still, it will starve to death and game over.

The octopus appears on the water random. You throw the food to it you will get the extra award. But it appears only for 3 seconds, so you will master the chance.

RULE OF THE SCORE

Throw the food to the hungry animal get 200.
Throw the food to the very hungry animal get 100.
Throw the wrong food to the animal, not get scores.
Throw the food to the octopus get 1000.

GAME RULE

Normal mode:

Victory: In each level to throw the food to the animal get a limited number, you will enter the next level.

Defeat: Not to feed the animal for a while lead it to enter the very hungry estate then it starves to death. GAME OVER.

Challenge mode:

Victory: Not only to GAME OVER, you will play the game all along.

Defeat: Not to feed the animal for a while lead it to enter the very hungry estate then it starves to death. GAME OVER.

TOP SCREEN

Shows the top 5 scores

THE OPERATION OF THE BUTTON:

Directional Pad: 4 directions to choose the options
G-Sensor: Press B button to brandish the joy pad to throw the food
A Button: Select the food; Confirm
B Button: Press B button to throw the food; Return

LUCKY DICE

Opening Screen and the Game Screen

Press the left or right button to choose the dice quantity. They are 1~4 dice mode to select press A button to confirm the quantity. Shake the joy pad randomly the dices are rolling together, when the player stops the dices are also stopped slowly, then shows the number that you got.

THE OPERATION OF THE BUTTON:

Directional Pad: Left or right direction to select the dice quantity

G-Sensor: Shake the joy pad to roll the dices

A Button: Confirm； Again

B Button: Return